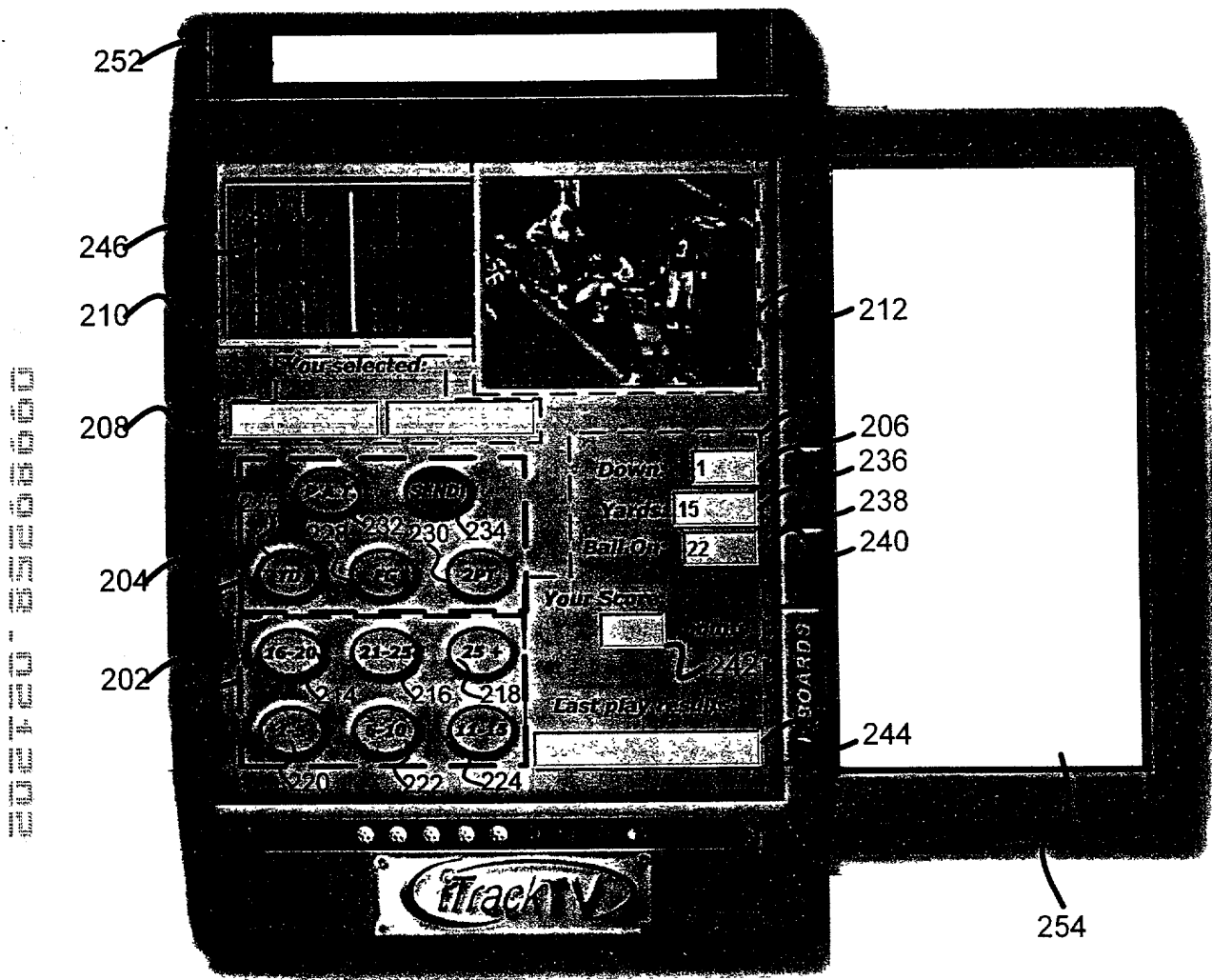


Figure 1



200

Figure 2

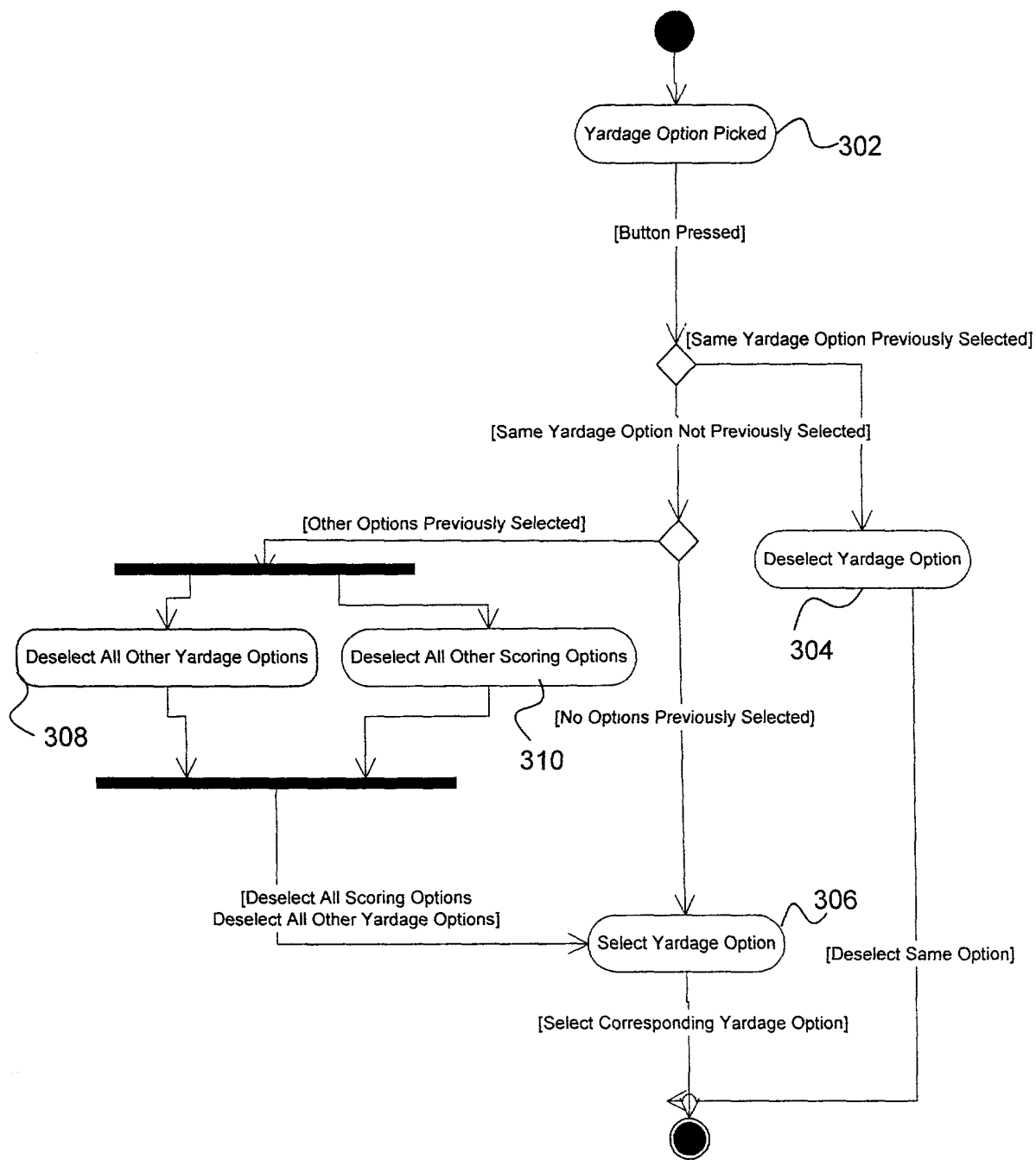
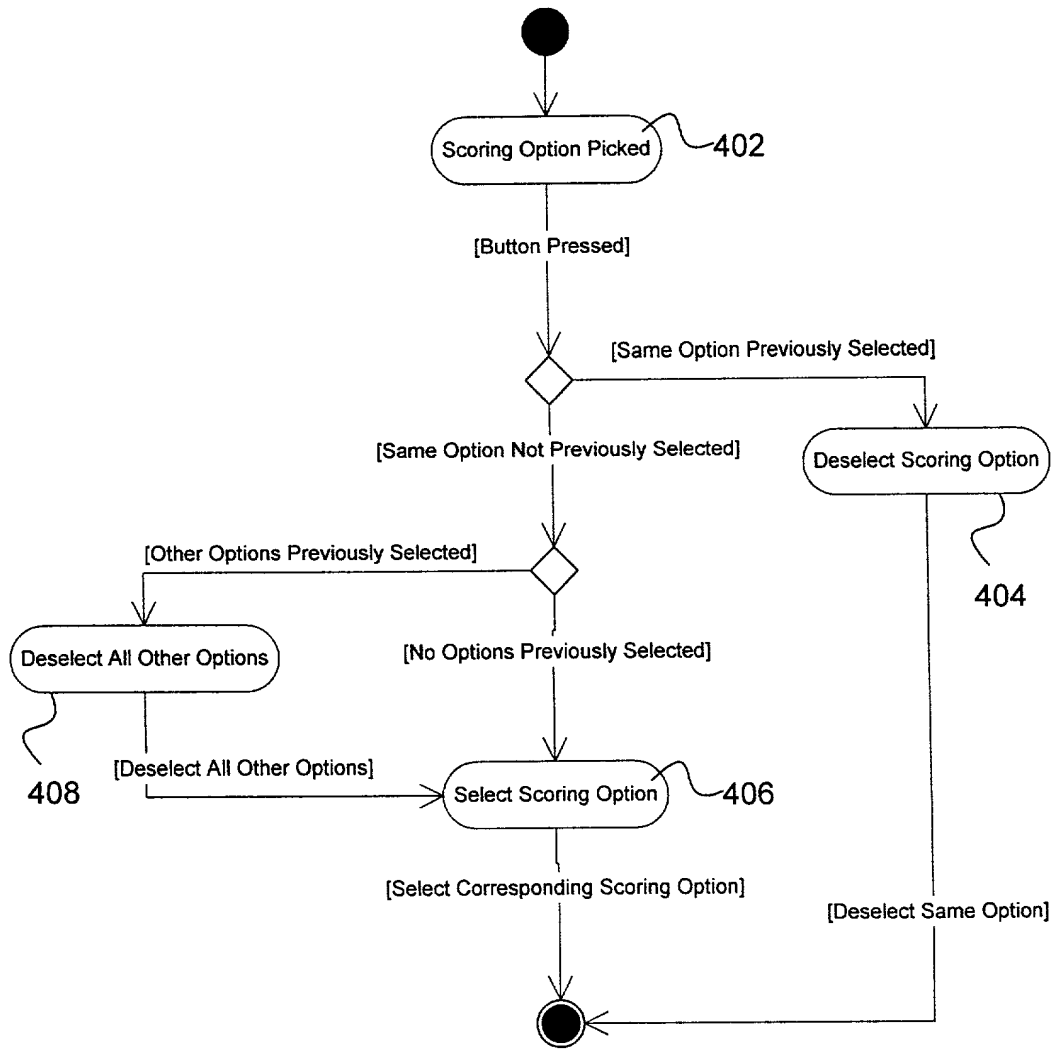


Figure 3



400

Figure 4

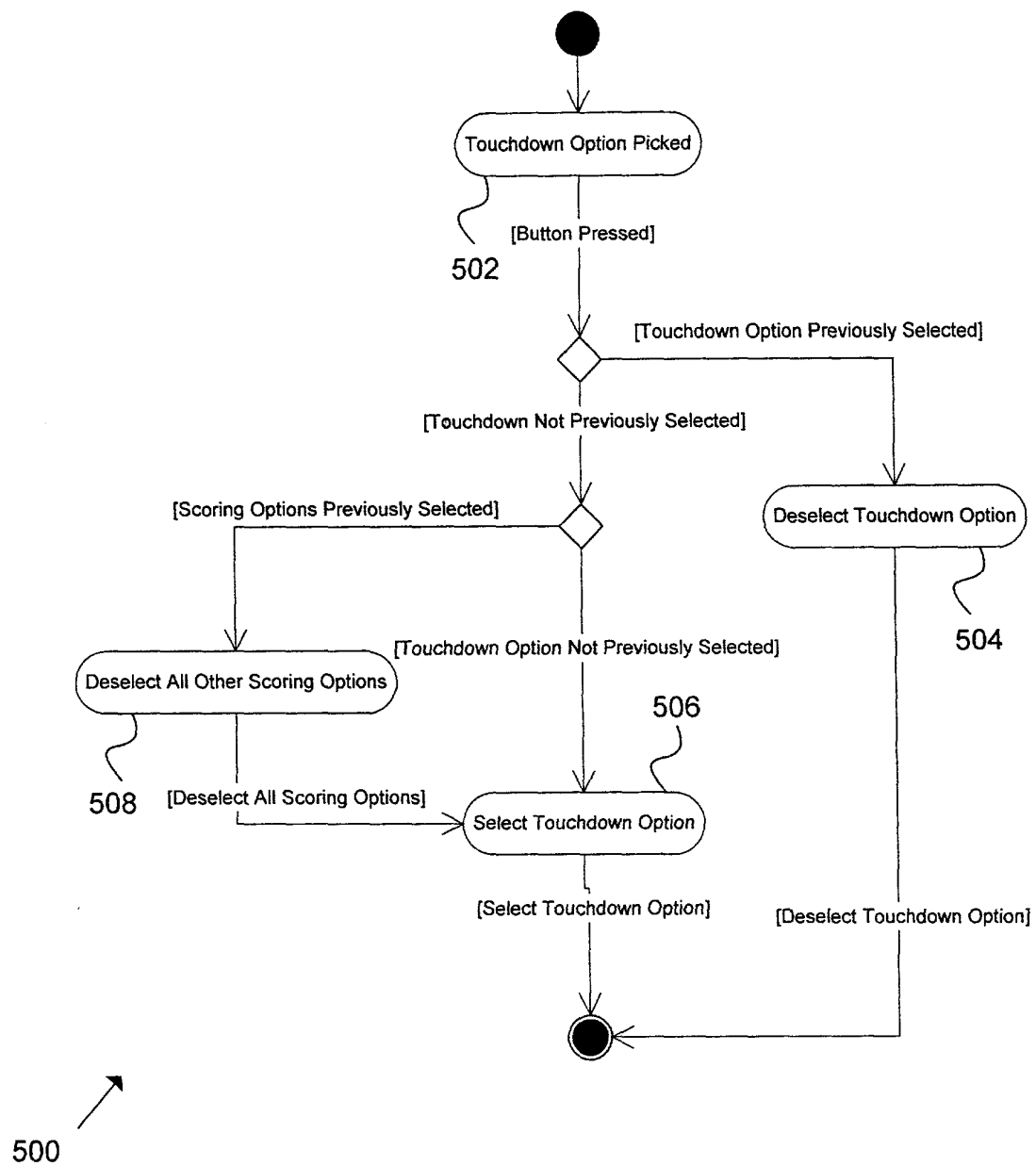


Figure 5

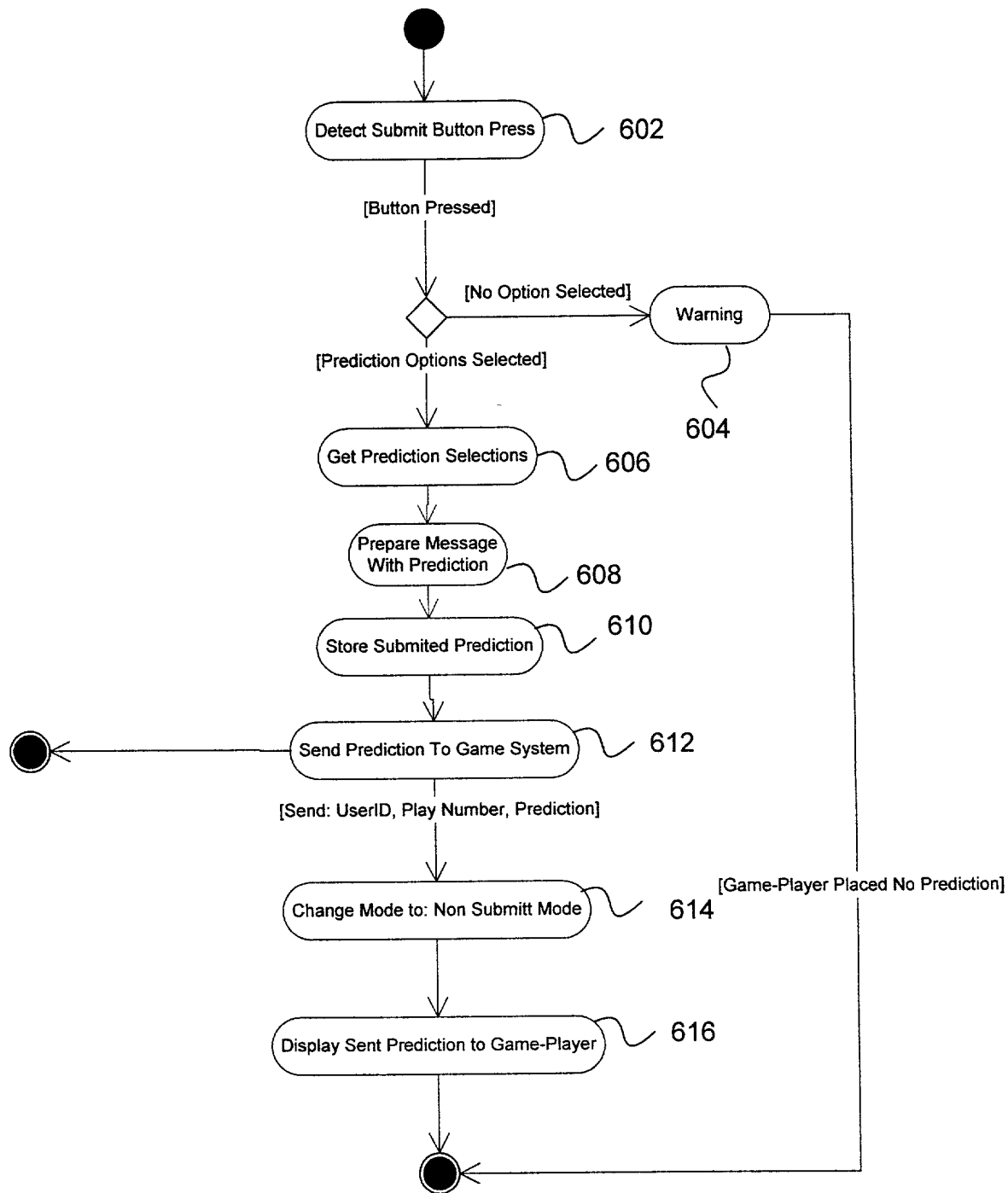


Figure 6

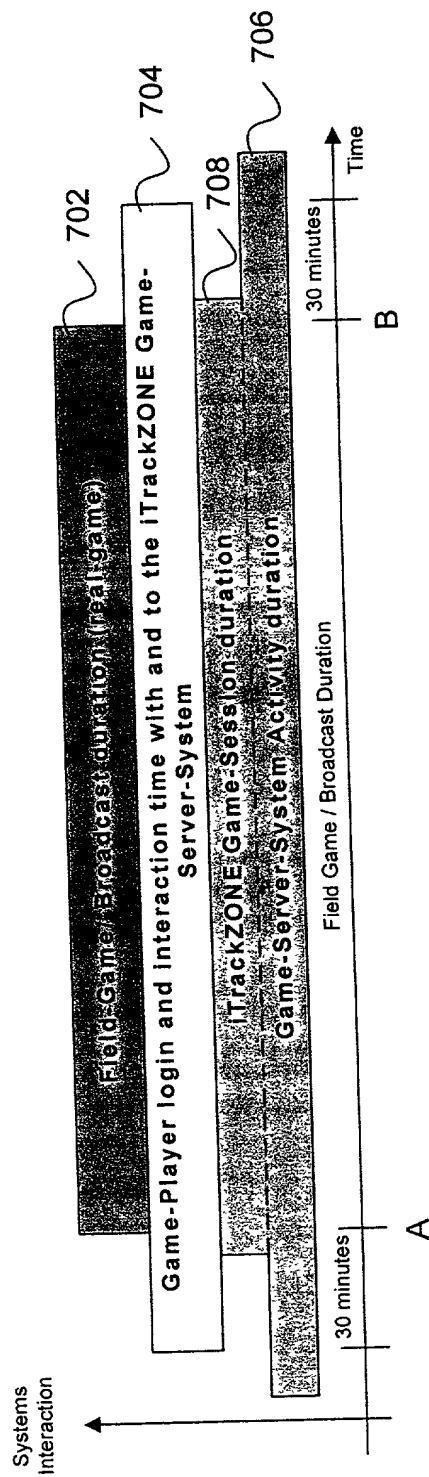


Figure 7

700

	A	B	C	D	E	F	G	H	I	J	K
	Flow Of Events	Filed Team C	Filed Team D	Track Referee	Game Server System	Game Session	Field Game	Game-Player A Actions	Game-Player A States	Game-Player B Actions	Game-Player B States
1	Over 30 minutes prior to game-session	Inactive	Inactive	Inactive	Inactive Game State	Inactive	Inactive	Inactive	Inactive	Inactive	Inactive
2											
3											
4	(Coin Flip) Team C Kicks off the game-session Starts	Defensive State	Offensive State	Selects Team D - Sends START	Submit Prediction State	Active	Play Stop State	Unable to Predict	Passive Mode - Default Scoring Mode	Able to Predict	Active Mode - Submit Prediction Mode
5	Field-Game-Kicker Signals Referee - Play 1	Defensive State	Offensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Predict	Passive Mode - Default Scoring Mode	Unable to Submit Predictions	Active Mode - Non-Submit Mode
6	Result 1	Defensive State	Offensive State	Sends Result - Start	Submit Prediction State	Active	Play Stop State	Unable to Predict	Passive Mode - Default Scoring Mode	Able to Predict	Active Mode - Submit Prediction Mode
7	Play 2	Defensive State	Offensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Predict	Passive Mode - Default Scoring Mode	Unable to Submit Predictions	Active Mode - Non-Submit Mode
8	Result 2	Defensive State	Offensive State	Sends Result - Start	Submit Prediction State	Active	Play Stop State	Unable to Predict	Passive Mode - Default Scoring Mode	Able to Predict	Active Mode - Submit Prediction Mode
9	Play 3	Defensive State	Offensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Predict	Passive Mode - Default Scoring Mode	Unable to Submit Predictions	Active Mode - Non-Submit Mode
10	Result 3	Offensive State	Defensive State	Selects Team C - Sends Result - Start	Submit Prediction State	Active	Play Stop State	Able to Predict	Active Mode - Submit Prediction Mode	Unable to Predict	Passive Mode - Default Scoring Mode
11	Play 4	Offensive State	Defensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Submit Predictions	Active Mode - Non-Submit Mode	Unable to Predict	Passive Mode - Default Scoring Mode
12	THE ABOVE STATES, MODES AND ACTIONS WILL CONTINUE THROUGHOUT THE GAME UNTIL THE GAME IS OVER. THE GAME WILL BE OVER WHEN THE GAME IS OVER.										
13	Result #	Offensive State	Defensive State	Sends Result - Start	Submit Prediction State	Active	Play Stop State	Able to Predict	Active Mode - Submit Prediction Mode	Unable to Predict	Passive Mode - Default Scoring Mode
14	Play #+1- Clock Stops	Offensive State	Defensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Submit Predictions	Active Mode - Non-Submit Mode	Unable to Predict	Passive Mode - Default Scoring Mode
15	Result #+1- Clock is stopped	Inactive	Inactive	Sends Result Only - Game Stop	Game Stop State	Inactive	Play Stop State	Unable to Submit Predictions	Game Stop Mode	Unable to Submit Predictions	Game Stop Mode
16	Game Over	Inactive	Inactive	Logs Out - Inactive	Game Stop State	Inactive	Game Over	Logs Out - Inactive	Inactive	Logs Out - Inactive	Inactive
17	Game Over	Inactive	Inactive	Inactive	Inactive Game State	Inactive	Inactive	Inactive	Inactive	Inactive	Inactive

Figure 8

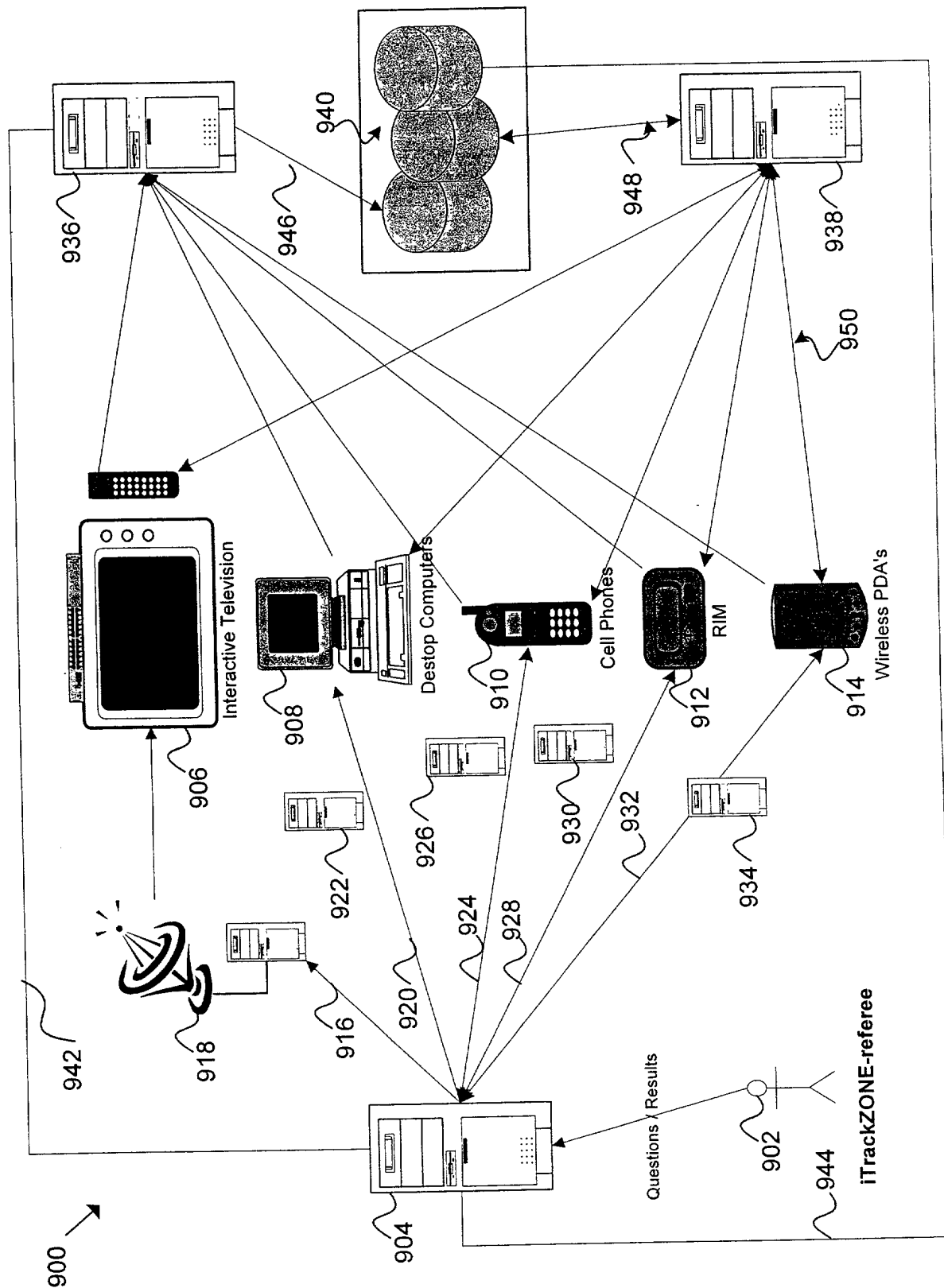


Figure 9

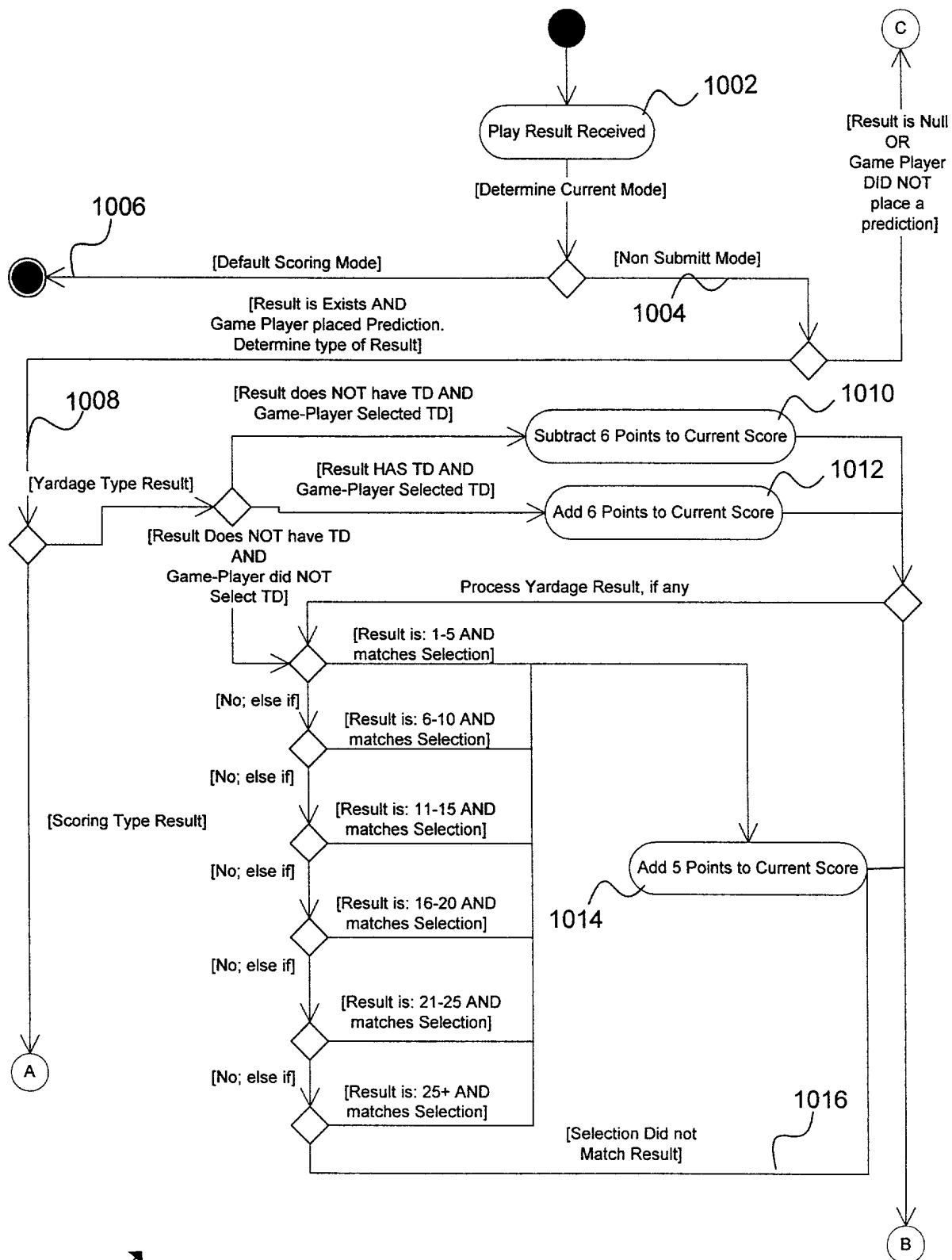


Figure 10A

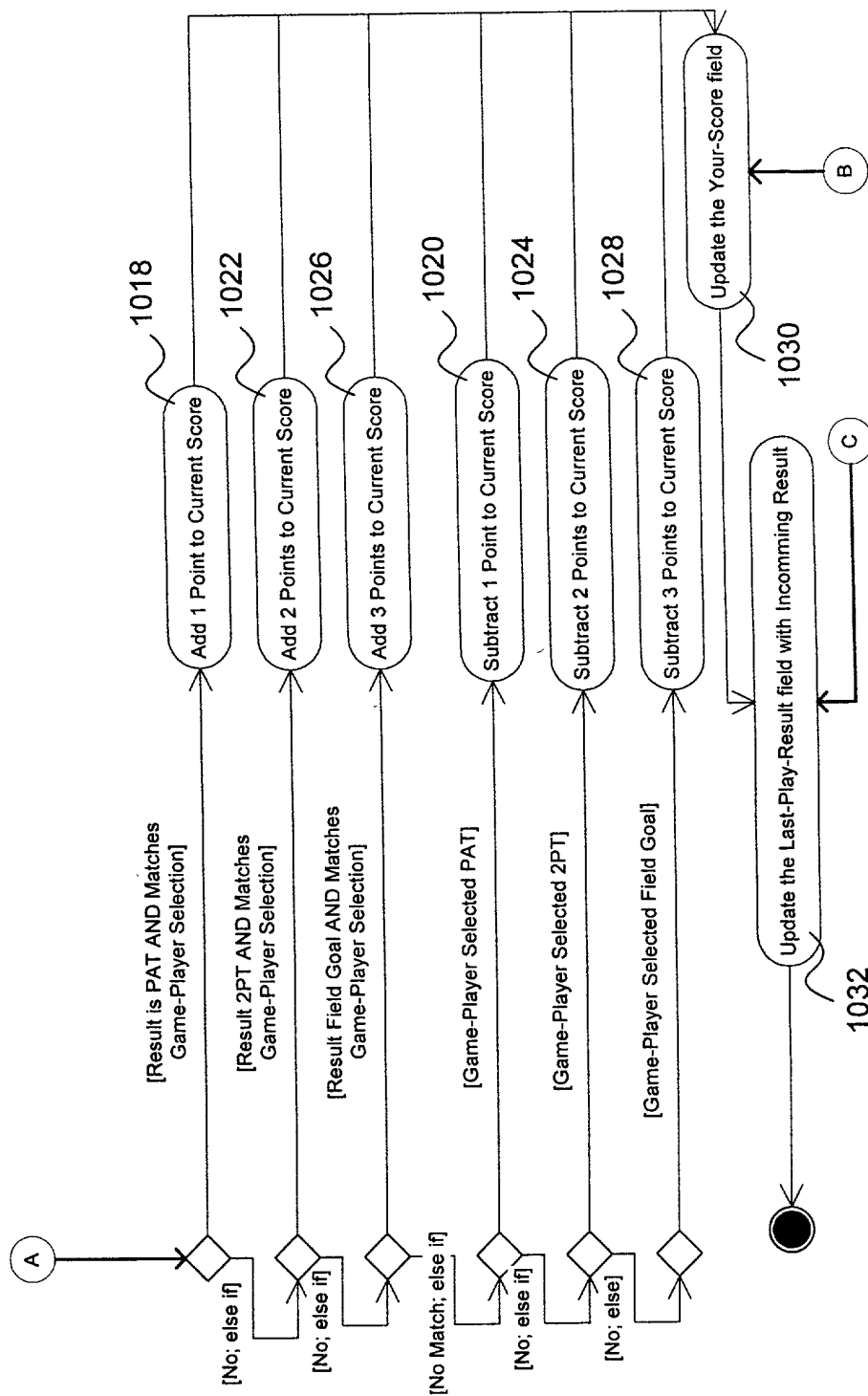


Figure 10B

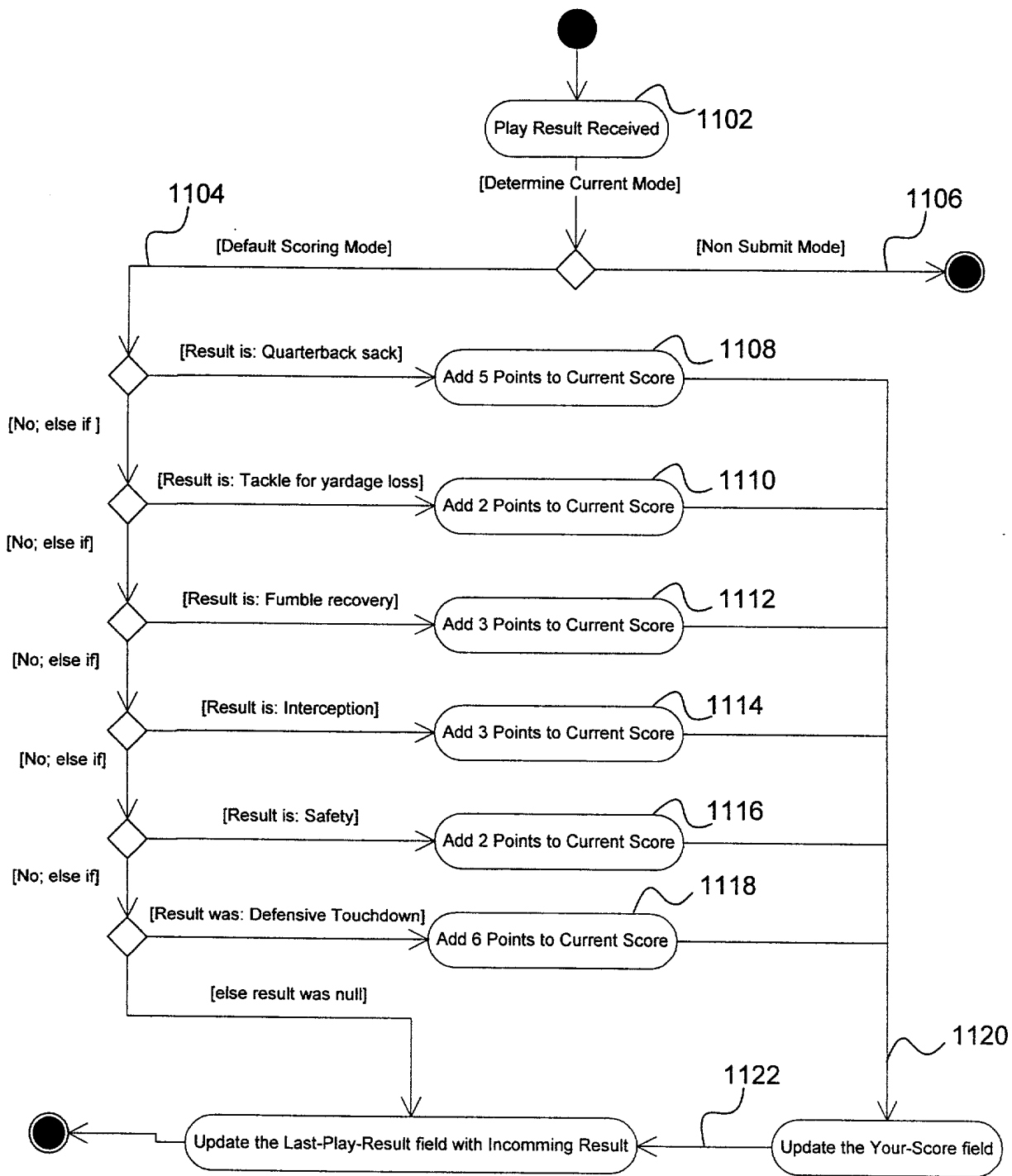


Figure 11

1100 ↗

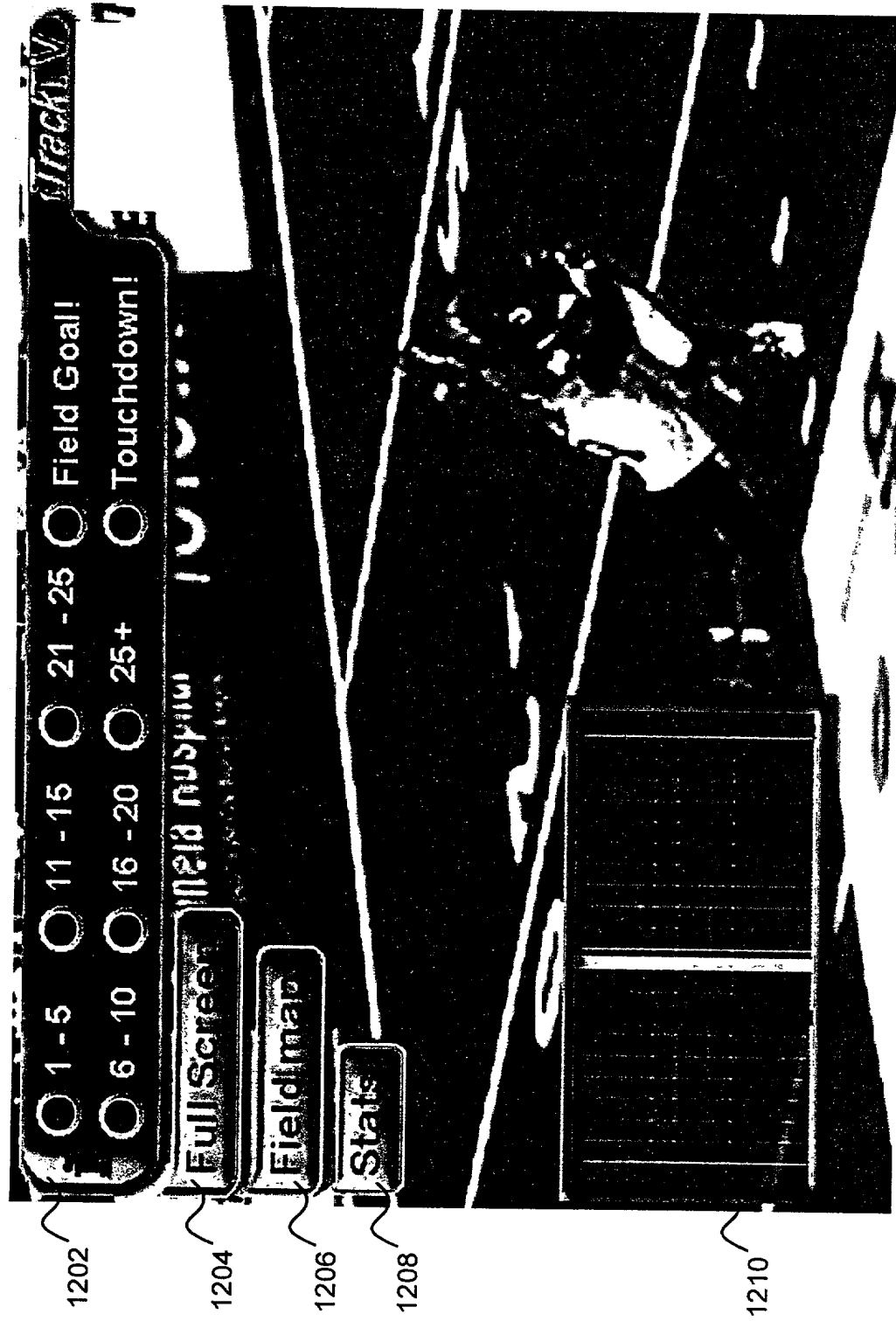


Figure 12